


[Subscribe \(Full Service\)](#) [Register \(Limited Service, Free\)](#) [Login](#)

 Search: ☒ The ACM Digital Library ☐ The Guide

bounded error compress

SEARCH

THE ACM DIGITAL LIBRARY


[Feedback](#) [Report a problem](#) [Satisfaction survey](#)

 Terms used **bounded error compress**

Found 36,949 of 199,787

Sort results by

relevance


[Save results to a Binder](#)
[Try an Advanced Search](#)
[Try this search in The ACM Guide](#)

Display results

expanded form


[Search Tips](#)
☐ Open results in a new window

Results 1 - 20 of 200

 Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

 Relevance scale ☐ ☐ ☐ ☐ ☐

1 [Nonorthogonal decomposition of binary matrices for bounded-error data compression](#)


[and analysis](#)

Mehmet Koyutürk, Ananth Grama, Naren Ramakrishnan

 March 2006 **ACM Transactions on Mathematical Software (TOMS)**, Volume 32 Issue 1

Publisher: ACM Press

 Full text available: [pdf\(1.07 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This article presents the design and implementation of a software tool, PROXIMUS, for error-bounded approximation of high-dimensional binary attributed datasets based on nonorthogonal decomposition of binary matrices. This tool can be used for analyzing data arising in a variety of domains ranging from commercial to scientific applications. Using a combination of innovative algorithms, novel data structures, and efficient implementation, PROXIMUS demonstrates excellent accuracy, performance, and ...

Keywords: Compressing binary-valued vectors, nonorthogonal matrix decompositions, semidiscrete decomposition

2 [Modeling: PNORMS: platonic derived normals for error bound compression](#)



João Fradinho Oliveira, Bernard Francis Buxton

 November 2006 **Proceedings of the ACM symposium on Virtual reality software and technology VRST '06**

Publisher: ACM Press

 Full text available: [pdf\(3.97 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

3D models of millions of triangles invariably repeatedly use the same 12-byte unit normals. Several bit-wise compression algorithms exist for efficient storage and progressive transmission and visualization of normal vectors. However such methods often incur a reconstruction time penalty which, in the absence of dedicated hardware acceleration, make real-time rendering with such compression/reconstruction methods prohibitive. In particular, several methods use a subdivided octahedron to create l ...

Keywords: colour compression, error bound, normal compression, run-time encoding

3 [Bounded-error compression of particle data from hierarchical approximate methods](#)



Dow-Yung Yang, Ananth Grama, Vivek Sarin

 January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing**